



Contact

Portfolio Site

<https://sebastiaanvanderkruijs.nl>

Email

sebastiaanvdkruijs@hotmail.nl

LinkedIn

[Sebastiaan van der Kruijs - Stein, Limburg, Netherlands | Professional Profile | LinkedIn](#)

Software

Unreal Engine 4/5

Unreal Blueprints

Perforce

Jira, Scrum

Trello

Codecks

Notion

Skills

LD Ingredients

Prototyping

Design Documentation

Gameplay Moments

Roles

Technical Level Designer

System Designer

Level Designer

UI Designer

Education

2020 - 2024

Creative Media and Game Technologies

Breda University of Applied Sciences

Language

English: Fluent

Dutch: Native

Sebastiaan van der Kruijs

Game Designer

Project Experience

Station to Station- Technical Designer

September 2023 - June 2024

- Created Custom Level Pre-sets
- Created Test Level Editor Designs
- Created most of the UI for the Level Editor (Creative Mode)
- Created Brushes selection for the Level Editor (trees, props, houses, etc...)
- Created Station changing depending on connections and rotation
- Performed Quality Assurance, bug reporting/repro'ing and bug fixing
- Performed Playtesting, created and updated feedback document

Divided Skies- System Designer & Technical Level Designer

September 2022 - June 2023

- Created Traffic System layout
- Created new map, iterations on existing maps and worked on parts of the final map
- Created Loop Rings, Explosives, Doors, Forcefields, Destructible walls, Power cores, Moving and Crusher Platforms
- Adjusted collisions in of objects
- Created LD Ingredient, World and Traffic System Research Documentation
- Created Art example and Locations document for LD Ingredients

Vana- System Designer & Technical Level Designer

December 2021 - June 2022

- Created 3C's of the Character
- Created Telekinesis Platform and Checkpoint.
- Created Telekinesis Parry Feature
- Created Boss Fight and surrounding Level Design.
- Created Jump, Double-Jump and First Iterations of Gliding Feature
- Created Metrics Documentation, LD Ingredient pipeline Documentation, Research Documents.
- Updated Telekinesis Feature, JumpPad,
- Took over work on Flying Enemies

Nuts 'n Found- UI Design & Level Design

November 2021 - December 2021

- Created Main Menu, Pause Menu
- Created Player HUD UI
- Created Level Designs compatible for procedural generation.

DM_Arrows - Level Design

September 2021 - November 2021

- Created DM_Arrows Deathmatch map for Unreal Tournament
- Created Research Documentation
- Created Playtesting Documentation

Folivora's Fall - Level Design, System Design

May 2021 - June 2021

- Created First Level
- Created Enemy Designs and Documentation
- Created LD Ingredient Pipelines
- Created Research Documents

RoboPill - Level Design, System Design

November 2020 - April 2021

- Created Stage 3 and Stage 5 Level Designs
- Created Moving, Damaging, Conveyor and Disappearing Platforms
- Created Pipelines for all platforms.
- Created Research Documentaton